

Gwaeth (Rangers of the North / Captain)

You are a Ranger of the North. Your duty is to lead your fellow Free Peoples in the struggle against the Enemy, and you take your duty seriously. The city of Fornost Erain is your ancestral home and part of your territory, and whether they know it or not, the folk of the surrounding lands depend on your protection. When Fornost's peace is threatened, you gather a band of heroes to aid you in your fight. You don't particularly trust strangers, but any help is welcome in the face of the gathering darkness.

Kings of Norbury: You have been to Fornost many times – it's a quiet, forgotten city. But you heard rumours of the earth trembling around the site, and when investigating, you saw unsavoury folk gathering in the ruins – ruffians and thieves, by the looks of it. Now you're putting together a company to drive them out. Any treasure in Fornost belongs to your people, not these would-be tomb robbers.

Over hill and under hill: Over the last months, the Rangers have seen signs of Orcs on the North Downs, but they have eluded pursuers this far. Not anymore. The Rangers have records of tunnels criss-crossing the hills, used as secret passageways in and out of the city of Fornost in the old days. Maybe they still exist?

Fell Winter: Fornost is the heritage of your people, the Dúnedain. Whoever this "Witch-king's heir" is, they have no right to the ruins or anything found within.

Starting values

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| Treasure | 15 |
| Hope | 9/11 |
| Shadow | 3 |

Kings of Men: Add 1 point to one Attribute of your choice (added to Strength, already taken into account on character sheet).

Allegiance of the Dúnedain: During the Fellowship Phase, you recover a maximum number of Hope points equal to half your Heart score (rounding fractions up).

Royalty Revealed: Once per combat, when you fight in an Open stance you may attempt the Rally Comrades combat task as a secondary action. Additionally, all members of the Company (you included) are Inspired on all their rolls in the following round.

Strength of Will: You gain (1d) on all Shadow Tests made to resist the effects of Dread.

Making rolls:

Roll 1 Feat die (12-sided) (2 if Favoured/Ill-favoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:

Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:

Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (10 needed for Piercing Blow).

Conditions:

Miserable (Shadow equal or greater than Hope): Eye of Sauron automatic failure.

Weary (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.